CHANNEL F

FAIRCHILD VIDEO ENTERTAINMENT SYSTEM

VIDEOCART-12

Baseball

TO PLAY PRESS RESET
Both players must push down on hand controller at beginning of each inning.

Hand Controller Action

AT BAT: Push down—swings at ball.

IN FIELD: Push down—pitches ball.

- Push forward—slows pitched ball down.
- Twist right—puts right curve on ball.
- Twist left—puts left curve on ball.
- Push right —moves outfield right.
- Push left—moves outfield left.

SCORING: 1 run for each man crossing home base. 3 strikes = 1 out. 4 balls or batter hit by pitcher, batter takes first base. 3 outs, next team is up.
9-inning game unless tie at bottom of 9th inning.

ENCODED PROGRAM © FAIRCHILD 1977

FAIRCHILD

INSTRUCTIONS FOR
VIDEOCART-12
CARTRIDGE GAMES

Exclusively for use with the Fairchild Video Entertainment System

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On Your Mark

Grab a beer, some peanuts and get set for sizzling action as the Blues take on the Greens in some of the best plays since Babe Ruth...

Get Set

Press RESET, a red "1" will appear in the middle of the screen along with two scores in the lower right and left corners of the screen. The number in the middle is the inning coming up, the score in the lower left corner is the Green's score through the current inning, the score in the lower right is the Blue's score through the current inning.

Go

BOTH players must PUSH DOWN at the SAME TIME to start the inning. (This must happen at the beginning of EACH inning -- no cheating by starting before the other guy is ready!)

Typical Game. Green at bat, score so far this inning: 2, 1 out, 2 strikes, 3 balls, 2 men on base (2nd and 3rd). The GREEN team (left player) is always up first.

How the Hand Controllers Work. The hand controllers change function according to who is at bat.

At Bat -- PUSH DOWN to swing at the ball. If the ball is caught by any member of the team out on the field, you are out. If you swing and miss, you get 1 strike. If the ball does not go over the plate, 1 ball. 3 strikes and you're out!

You will get a single, double, triple, or home run according to where at the edge of the screen the ball goes. The following diagram is APPROXIMATELY what the strike zones are. Remember, a ball hit into foul territory counts as a strike only if the hitter has no strikes or one strike against him; foul balls do not count against the hitter after he has two strikes, in other words, the hitter cannot strike out on a foul ball.

In the Field -- PUSH DOWN -- to pitch a fastball.

PUSH FORWARD -- after pushing down to pitch a slowball. You can change a fastball to a slowball by pushing forward after you have pitched the ball. If you push forward, then back, a slowball will change to a fastball. In other words, you can vary the speed of the pitch while the ball is travelling to the plate.

TWIST RIGHT -- for a right curve on the ball after pitching.

TWIST LEFT -- for a left curve on the ball after pitching.

You can twist left or right after the ball is pitched to change a straight ball to a curve ball. You can twist left then right for a double curve ball (spitballs are not illegal in this league!) You can use any combination of pushing forward and twisting for some interesting pitches!

PUSHING LEFT -- moves your outfield to the left. The outfield consists of your shortstop, left, center, and right fielders.

PUSHING RIGHT -- moves your outfield to the right.

Scoring

You score one point for each man crossing the home plate. There are no double plays. Four balls, or being hit by the pitcher, walks a man. Three strikes and you're out. If any of the fielders catches the ball, you're out. Three outs and the other team is up at bat. There are nine innings per game and the bottom of the ninth inning is always played.

Extra Innings

If the game is tied up at the end of nine innings, you go into extra innings. The game will end whenever the tie is broken. The end of the game is signalled with the letter G appearing in the middle of your screen along with the final score.

Have Fun

If you have questions about this Videocart(TM)* cartridge or your Video Entertainment System, call the toll free numbers in the back of your console instruction booklet.

Other exciting Videocart cartridges are available from Fairchild Consumer Products. See them at your Fairchild dealers, or for more information, write:

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